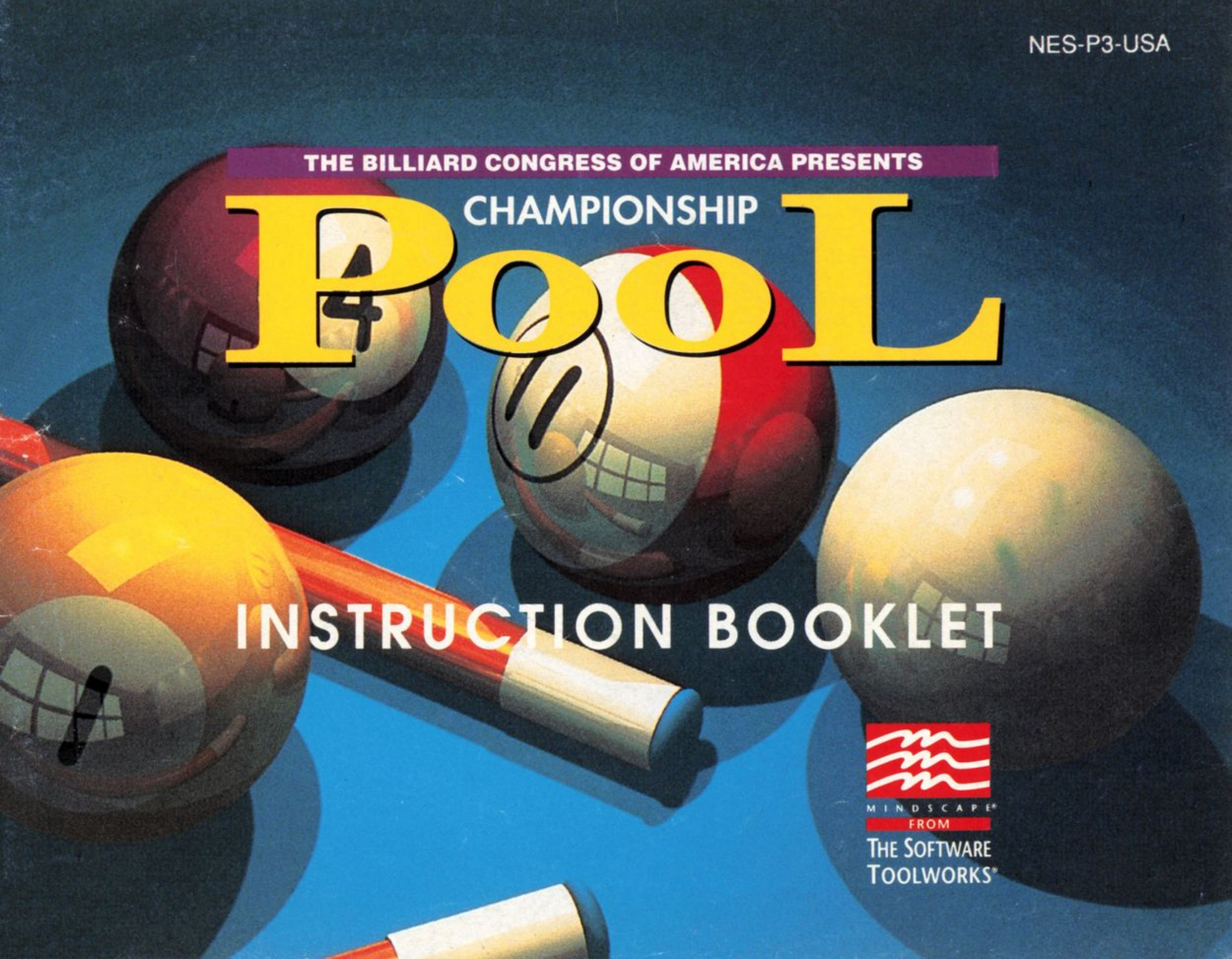
NES-P3-USA

THE BILLIARD CONGRESS OF AMERICA PRESENTS

CHAMPIONSHIP POOL



INSTRUCTION BOOKLET

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FROM
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THE BILLIARD CONGRESS OF AMERICA PRESENTS

CHAMPIONSHIP PooL

Instruction Manual

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The Software Toolworks, Inc. thanks the following staff at Bitmasters Inc. for their contributions to this game:

Game Design and Programming ..... David O'Riva
..... Franz Lanzinger

Graphics and Animation ..... Greg Hancock
..... Merlin

Music Composition ..... Jerry Gerber

Sound Effects ..... David O'Riva

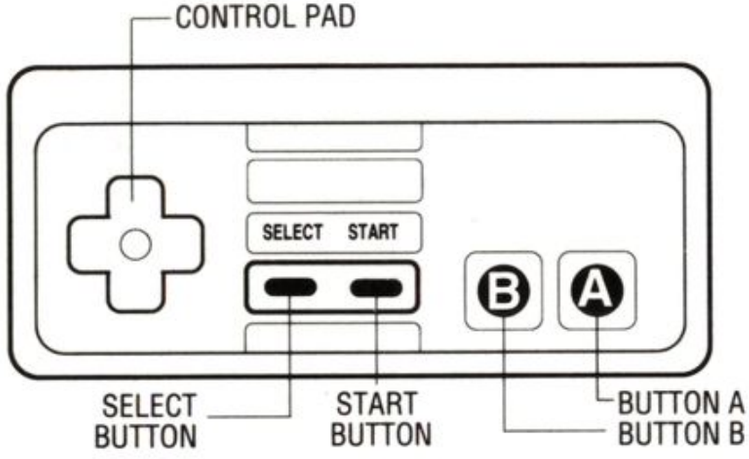
STARTING THE GAME

TO START THE GAME:

1. Make sure your Nintendo Entertainment System® (NES) is turned off.
2. Put the *Championship Pool* Game Pak in your NES.
3. Turn on the NES.
4. At the title screen, press **Start** to open the *Game Mode* screen.

5. Use the Control Pad to select a **Game Mode** then press **A**.
   See Using Menus.

GAME CONTROLS



NES Controller

CONTROL PAD:

During game play, move the cursor to adjust your shot:

◄	Left	►	Right
▲	Up	▼	Down

On some screens, such as menus, you press the Control Pad to point to a selection, then press **A**. See *Using Menus*.

BUTTONS:

Start Begin the game and open the *main menu*.

Select Press and release **Select** to change table views, or hold **Select** down and press these buttons:

- **A** to call a shot in call-shot games or to move balls around in Freestyle.
- **B** to set spin.
- Control Pad to move the camera around the pool table in the closeup view.

A Action button. During game play, press **A** to activate the phantom ball. After you aim a shot, press **A** again to shoot the cue ball.

B Press and release **B** to bring up the power meter, or:

- First, hold **B** down then use the Control Pad to fine tune a shot.
- First press the Control Pad then hold **B** down to increase the cursor speed.

Note: For definitions of billiard terms, please see the Glossary.

USING MENUS

You use menus to choose games and special features.

GAME MODE MENU

Use the *Game Mode* menu to choose a game, as follows:

1. Press **Start** to open the main menu.
2. Press ▼ or ▲ and **A** to select a Game Mode:

   Tournament - Qualify in 8-Ball or 9-Ball and make it to the World Championship!

   Challenge - One player can practice six games and pool skills, such as shooting, speed, accuracy, and touch.

   Party - Up to eight players can party down with fun games and special game features.

   Freestyle - Make up your own games! Drag balls for a unique rack or place them anywhere for a trick shot.

If you choose **Freestyle**, you go directly to the pool table. For other modes, more screens appear to help you set up the game you want to play.

4. Press ▼ or ▲ and **A** to select an option.

MAIN MENU

From any game, you can press **Start** to open the *Main Menu*. Press ▼ or ▲ and **A** to select an option, including:

Move Cue Ball - Available whenever you have "ball in hand." See glossary

Show/Hide Numbers - In an overhead view shows or hides numbers on object balls.

Game Control - Open the *Game Control* menu.

Actions - Open the *Actions* menu.

Back to Game - Return to the game in progress.

ACTIONS MENU

From the *Main Menu*, you can press ▼ or ▲ and **A** to open the *Actions* menu, which includes these options:

Special Actions - You can **Call a Safety, Reject and Break**, or return to the game in progress. See the *Glossary*.

Insta-Win - In **Party** mode you can declare yourself an insta-winner return to the game in progress . See the *Glossary*.

View Replay - Watch an Instant Replay of the last shot.

Scoreboard - See player score for the game in progress. Not available in **Freestyle**.

Leave (or End) - End current mode. At the "Are you sure?" prompt, choose Yes.

Back to Game - Return to the game in progress.

GAME CONTROL MENU

From the *Main Menu*, you can press ▼ or ▲ and **A** to open the *Game Control* menu, which includes these options:

Move Balls Around - Use the Control Pad and **A** to select a ball, then use the same control to place the ball. This option is only available in **Freestyle**.

Spot Balls - Spot balls which were sunk on the previous shot, or spot the lowest numbered ball that has been sunk. This option is only available in **Freestyle**.

Set Power - Adjust the power of your shot. See *Special Features.*

Set Spin - Adjust the spin of your cue ball. See *Special Features.*

Zoom In/Out - Same ass pressing **Select** to change the table view between overhead and closeup.

Jukebox - Turn music on or off.

Back to Game - Return to the game in progress.

SPECIAL FEATURES

Championship Pool includes two special features that are described in this section: **Set Power** and **Set Spin**.

SET POWER

On the *Game Control* menu, press ▼ or ▲ and **A** to choose **Set Power** and open the power meter.

1. Press ▶ and ◀ to set the power of the shot.
2. Press **A** to go back to the game.

SET SPIN

On the *Game Control* menu, press ▼ or ▲ and **A** to choose **Set Spin** and open the spin meter.

1. Press ▶ and ◀ and ▲ and ▼ to set where the cue hits the ball.
2. Press **A** to go back to the game.

TABLE LAYOUT

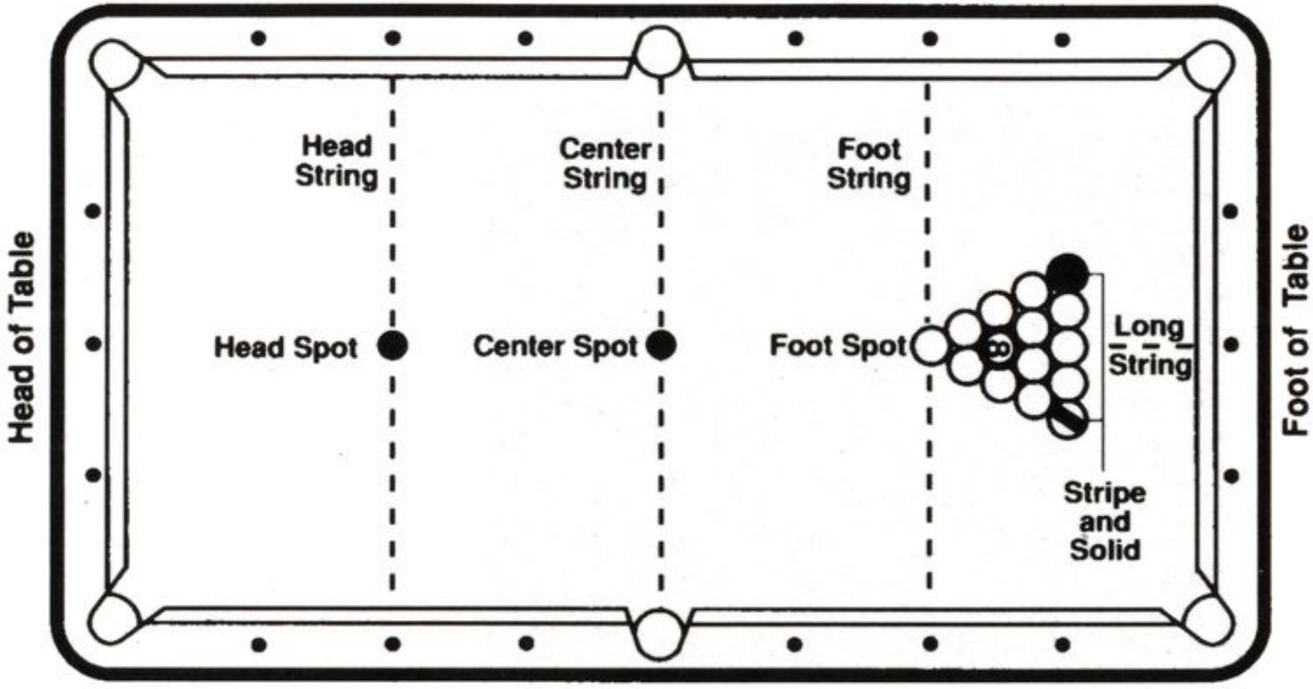


Diagram 3

Here is the standard layout of a pool table with the pockets numbered for reference.

For definitions of the parts of a pool table, see the *Glossary*.

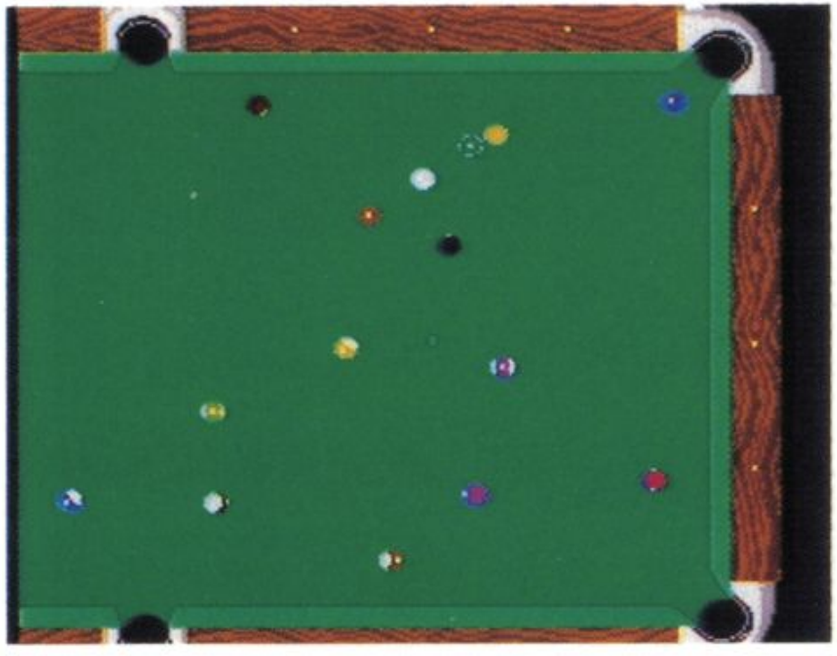
Note: The strings are imaginary lines that do not appear on your NES screen.

OVERHEAD VIEW

Here is the overhead view of the pool table.

CLOSEUP VIEW

Before you start shooting, press **Select** to see a closeup view of the pool table.



While in the closeup view, you can look around the table without moving the cursor. To do this, hold down the **Select** button while pressing ▲ ▼ ► or ◄. To move the cursor, just use the **Control** pad.

CALLING A SHOT

In some games you must call a shot – say which ball you are going to sink in which pocket. In a call-shot game, you can't shoot until you call both your ball and pocket. In these games, two arrows appear on screen to show the current call. To call another ball and pocket, follow these steps:

1. Press **A** to activate your phantom ball.
2. Press **Select** and **A** to initiate the call ball sequence. A circle appears around the currently called ball.
3. Use the **Control Pad** to move the cursor to another ball, then press **A.**
4. To change the called pocket, use the **Control Pad** to move the cursor to another pocket, then press **A.**
5. Press **A** again to shoot.

Note: In some games, a single arrow appears to show the legal ball or pocket. You cannot move the single arrow.

HISTORY OF THE SPORT OF BILLIARDS

The sport of billiards, or pool, has been popular since the 15th Century. Originally played only by kings and noblemen, pool started as a lawn game similar to croquet. The general public quickly adopted it, however, and brought it indoors, on to a wooden table covered with green cloth to simulate grass. Rails, supposed to resemble river banks, were added to the table to keep the balls from falling off. Shots made by bouncing balls off the rails, or "banks," came to be called "bank shots."

The term "billiard" is probably derived from the French "billart" for wooden stick. Instead of using croquet mallets, the balls were shoved using wooden sticks called maces. The mace had a large head and was difficult to use when the ball lay near the rail of the table. When this happened, the player would turn the mace around and use the handle to hit the ball. The handle was called a "queue," meaning tail, which later became the modern word "cue."

No one seems to know exactly how billiards came to the United States, but it was probably brought over by the Dutch and English settlers in the 1600's. The game was enjoyed in the Colonies and George

Washington reportedly won a match in 1748. Its popularity peaked during the Civil War period, when billiards results received more news coverage than the war. Today, billiard scenes in current movies and novels cause surges in the numbers of new enthusiasts, who flock to local pool halls to try their hand at this age-old skill.

Pool has waged a constant battle for respectability. The very name "pool" means a collective bet or ante, and it was the association with betting practices that sullied the reputation of the game. In the 19th century, a poolroom was a place for betting on horse races. These betting parlors often had pool tables installed so the patrons could pass the time between races. Even though questionable activities were more likely to have come from the betting and not the billiards, the two became connected in the public mind.

Fortunately, billiards has regained respectability. Contemporary billiard halls cater to upscale clientele, offering quality equipment and expert instruction. Men and women are once again enjoying the game of kings and queens.

FOULS

Although the penalty for fouls differs between games, the following apply to all fouls.

- The current player's inning ends.
- If on a stroke, that stroke becomes invalid and pocketed balls don't count.
- Balls are only respotted as called for in the rules for that particular game.

POSSIBLE FOULS INCLUDE:

- Pocketing the cue ball (scratch).
- Failure to pocket an object ball.
- Failure to strike a rail with the cue ball or an object ball after contact.
- The first ball hit is not the correct object ball.

THREE BALL

GAME DESCRIPTION:
Played with the cue ball and three object balls.

OBJECT:
The player who sinks all three balls in the least number of shots wins.

RULES:
- The first players breaks any three object balls racked on the foot spot.
- Players do not have to call shots.
- If you scratch, your score increases and you must spot all balls pocketed on the scratch shot and shoot again.
- If you miss, your score increases and you must shoot again.

EIGHT BALL

GAME DESCRIPTION:
Eight Ball is played with the cue ball and 15 object balls. The 8-ball is the game ball. One player must pocket all the solids (balls numbered 1-7) and the other player the stripes (balls 9-15). After a player pockets all object balls, the 8-ball is pocketed to win.

OBJECT:
The player who legally pockets the 8-ball wins.

RULES:

- All shots must be called (say which pocket a designated object ball will go into).
- On the break, the breaker must pocket a ball or drive at least four numbered balls to the rail (open break). If this doesn't occur, it's a foul. The next player can then rebreak or take the balls as they are.
- Given a scratch on a legal break, the balls remain pocketed, the player gets a foul, and play continues with the incoming player having the cue ball in hand behind the head string.

- On any foul or scratch, often the opening break, the incoming player can put the cue ball anywhere on the table (ball in hand).
- If the 8-ball is pocketed on the break, it is spotted.
- After the first ball is pocketed, the player making the shot can choose either stripes or solids.
- After choosing stripes or solids, you must hit your own ball first.
- You keep shooting until you fail to pocket a ball legally or foul. When the 8-ball is legally pocketed, that player wins.
- You lose if you:
  - foul when pocketing the 8-ball.
  - pocket the 8-ball with your last object ball.
  - pocket the 8-ball in a pocket you didn't call.
  - pocket the 8-ball if it isn't the legal object ball.

NINE BALL

GAME DESCRIPTION:
Nine Ball is played with nine numbered balls and the cue ball. On each shot, the cue ball must first hit the lowest numbered ball on the table, but the balls do not have to be pocketed in order. You continue until you miss, foul, or win the game by pocketing the 9-ball.

OBJECT:
The player who legally pockets the 9-ball wins the game.

RULES:
- On the break, you have to hit the number one ball first, then either pocket a ball or drive at least four balls to the rail to avoid a foul.
- On a scratch or a foul, the next player can put the cue ball any where on the table (ball in hand).
- If the first ball hit is not the lowest numbered ball, it's a foul.
- Any player who gets three consecutive fouls on three successive shots loses.
- You win if you legally pocket the 9-ball, or if the other player fouls out.

TEN BALL

GAME DESCRIPTION:
Ten Ball is a variation of Nine Ball, using ten balls instead.

OBJECT:
The player who legally pockets the 10-ball wins the game.

RULES:

- On a legal break, the cue ball must first hit the lowest numbered ball; then you must either pocket a ball or contact a cushion with any ball.
- You shoot until you fail to legally pocket a ball.
- After pocketing a ball, you must shoot again.
- If you get three consecutive fouls, you lose.

14.1 CONTINUOUS

GAME DESCRIPTION:
Each player must call both the ball and the pocket. You get a point for every correctly called, legally pocketed ball, and continue a turn until you miss or foul.

OBJECT:
The first player to score a set number of points (15, 25, 50, 100, or 150) wins the game.

RULES:
- The first player must either call which ball will be pocketed, or make the cue ball hit the balls and then a cushion, plus make two object balls hit a cushion. If this isn't done, a two point penalty is assessed.
- Illegally pocketed balls are spotted with no penalty.
- A player who gets three fouls in three successive shots is assessed a 15 point penalty. The foul count is then cleared to zero.

ROTATION

GAME DESCRIPTION:
Each ball has a point value equal to its number. The lowest numbered ball must be hit first.

OBJECT:
The player with the most points wins the game.

RULES:

- The cue ball must contact the lowest numbered ball first; any legally pocketed ball counts.
- You don't have to call the shots.
- You keep shooting until you miss or foul.
- You lose after three consecutive fouls.

FIFTEEN BALL

GAME DESCRIPTION:
In Fifteen Ball the player does not have to call either the ball or the pocket. Scores are awarded based on the numerical value of the ball.

OBJECT:
The player who scores the greatest number of points (usually involves pocketing the balls with the highest numerical value) wins the game.

RULES:
- You shoot until you miss.
- After the break, the cue ball must hit an object ball and either pocket it or the cue ball must hit the cushion.

STRAIGHT POOL

GAME DESCRIPTION:
Straight Pool is a combination between Continuous and Fifteen. While the player does have to call the object ball as in Continuous, the pocket does not need to be called. Each ball pocketed is one count or score.

OBJECT:
The player who scores eight balls before the opponent does wins the game.

RULES:
- You shoot until you miss.
- You must call the object ball but don't need to call the pocket.

EQUAL OFFENSE

GAME DESCRIPTION:
There are a set number of rounds (1, 3, 5, 7, or 10) with a maximum of 20 points per inning. You shoot until you miss, foul, or pocket the maximum number of allowed balls for each inning.

OBJECT:
The player who scores the most points after a set number of innings wins the game.

RULES:
- You can shoot any ball but must call both the ball and the pocket.
- Additionally pocketed balls do count toward the score.
- The player shoots until he misses.
- The shooting order depends on the score of the previous inning, with the highest scorer shooting first. If a tie, the order remains the same.
- "Sudden death" determines the winner if there is a tie at the end of the set number of rounds.

SPEED POOL

GAME DESCRIPTION:
In Speed Pool the player does not have to call either the ball or the pocket. Scores are awarded based on the time taken to pocket the balls.

OBJECT:
The player who pockets all 15 balls in the fastest time wins the game. In **Challenge**, you must beat the clock.

RULES:
- Each player keeps shooting until all balls are pocketed.
- If you scratch, you get the cue ball in hand anywhere on the table and keep going.

GLOSSARY OF BILLIARD TERMS

BALL IN HAND. Cue ball can be put into play anywhere on table.

BANK SHOT. A shot where the object ball is bounced against a cushion before it is pocketed.

BREAK. The first shot of the game.

CALL A SAFETY. Position the cue ball in a spot that leaves the next player with the toughest shot.

CALL SHOT. A shot where the player must declare in advance which ball will go into what pocket.

CENTER SPOT. The exact center point of a table's playing surface.

CENTER STRING. An imaginary line between pockets 2 and 5 that crosses the center spot.

COMBINATION. The cue ball propels one object ball into another to make the shot.

COUNT. A score or successful shot.

CUE. Wooden stick used to strike cue ball.

CUE BALL. White unnumbered ball struck by the cue.

CUSHION. The cloth-covered rubber that borders the inside of the rails.

CUT SHOT. A shot where the cue ball drives the object ball at an angle (also called a slice).

DIAMONDS. Markings on table rails that are used as target or reference points.

ENGLISH. Side spin applied to the cue ball by striking it off center; used to alter the natural roll of the cue ball and/or object ball.

FOOT OF TABLE. The end of the pool table where the balls are racked at the beginning of a game.

FOOT SPOT. The point on the foot end of the table where imaginary lines intersect.

FOOT STRING. An imaginary line between the fifth diamonds of the long rails that crosses the foot spot.

FOUL. An infraction of the rules which usually results in a penalty.

GAME BALL. The ball which produces a win when pocketed.

HEAD OF TABLE. The end of the pool table from which the opening break is made.

HEAD SPOT. The point on the head end of the table where imaginary lines intersect.

HEAD STRING. An imaginary line between the second diamonds of the long rails that crosses the head spot.

INNING. A player's turn at the table.

KISS. Contact between balls.

MISCUE. Cue doesn't contact cue ball properly.

OBJECT BALL. Any called ball except the cue ball on a shot.

OPEN BREAK. Requirement in some games where four object balls must hit the cushion on the break.

PASS AFTER FOUL. After a foul, pass your turn to the next player.

PASS AFTER PUSH. Make a push shot, then pass your turn to the player that made the push shot..

POCKETED. A ball has been sunk in a pocket.

POCKETS. There are six pockets on a pool table into which you shoot the balls.

POSITION. The cue ball's resting place after a shot ends.

PUSH SHOT. The cue tip maintains contact with the cue ball longer than the split second allowed for a normal, legally stroked shot.

RACK. Triangular device used to put balls into position before break.

RAILS. The edges of the table. The head and foot rails are short; the right and left rails are long and are defined from the head of the table facing the foot.

REJECT AND BREAK. In certain games, you can rerack and rebreak.

REJECT AND PASS. Reject a break, then pass your turn to the next player.

RUN. Total of consecutive scores made in one inning.

SCRATCH. A shot sending the cue ball into a pocket.

SHOT. Begins when cue touches cue ball and ends when all balls stop moving.

SPOTTING BALLS. Replacing pocketed balls on the table in a specific place.

TRIANGLE. Same as rack.

SPOT BALLS IN KITCHEN. Replacing balls in the area behind the head string.

About the Billiard Congress of America

In North America when you talk pool, you must bring up the Billiard Congress of America (BCA). While other organizations have come and gone, the BCA has remained focused in its position as the governing body of the sport for nearly 50 years.

The BCA's membership consists of manufacturers, retailers, distributors, billiard room proprietors, and players throughout the world. Members of the association receive a variety of products and services aimed at promoting and strengthening the future of pool. Anyone interested in learning more about business memberships should contact the BCA at: (319) 351-2112.

Searching for something to improve your game...look no further! Become a BCA Sanctioned Player Member. As a sanctioned player member you receive the *Official Rules & Records Book*, our *How to Play Pool Right* instructional booklet, a quarterly subscription to the *BCA BREAK Newsletter*, plus a membership patch and pin. You also are eligible to compete in our $250,000 National 8-Ball Championship and our $30,000 added North American Amateur 9-Ball Championships.

It's only $25 to join the BCA as a player member, simply call 319-351-2112 and use your Mastercard or Visa or mail this application to the BCA, 1700 S. 1st Avenue, Suite 25A, Iowa City, IA 52240.

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BILLIARD CONGRESS
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